GLSL Geometry Shaders

Here's What We Know So Far

One Vertex In

- Vertex Shader

One Vertex Out

Here's What We Want Next

One Vertex In

- Vertex Shader
- Primitive Assembly

Array of Vertices Out

- Geometry Shader
- Primitive Assembly

Arrays of Vertices Out, Possibly with a Change of Topology
The Geometry Shader: Where Does it Fit in the Pipeline?

If a Geometry Shader is used, it is always the last stop before the Rasterizer.

Geometry Shader: What Does it Do?

The driver translates them into one of these and feeds them one-at-a-time into the Geometry Shader.

The Geometry Shader generates (almost) as many of these as it wants.

There needn’t be any correlation between Geometry Shader input type and Geometry Shader output type. Points can generate triangles, triangles can generate triangle strips, points can generate points, etc.

Adjacency Primitives (and what they do when not using shaders)

This is what Fixed-Function OpenGL expects these topologies to mean. In Shader World, they can mean whatever you want them to mean. In Shader World, it’s just a way to get some number of vertices into a Geometry Shader.

Lines with Adjacency

4N vertices are given.
(where N is the number of line segments to draw).
A line segment is drawn between #1 and #2.
Vertices #0 and #3 are there to provide adjacency information.

Line Strip with Adjacency

N=3 vertices are given.
(where N is the number of line segments to draw).
A line segment is drawn between #1 and #2, #2 and #3, ..., #N and #N+1.
Vertices #0 and #N+2 are there to provide adjacency information.
Adjacency Primitives (and what they do when not using shaders)

6N vertices are given (where N is the number of triangles to draw). Points 0, 2, and 4 define the triangle. Points 1, 3, and 5 tell where adjacent triangles are.

N = 4

Adjacency Primitives (and what they do when you are using shaders)

In these examples, we will use the “with adjacency” primitives only as a way of importing some number of vertices into the geometry shader.

These are the most useful:

- GL_LINES_ADJACENCY 4 vertices
- GL_TRIANGLES_ADJACENCY 6 vertices

What Do the Inputs to a Geometry Shader Look Like?

If a Vertex Shader Writes Variables as:

- gl_Position
- gl_PointSize

... and will Write Them to the Fragment Shader as:

- gl_Position
- gl_PointSize

Then the Geometry Shader will Read Them as:

- "out"
- "in"

In the Geometry Shader, the dimensions indicated by are given by the variable gl_VertexInVal, although you will already know this by the type of geometry you are inputting.

What Do the Outputs from a Geometry Shader Look Like?

Basically, they look like what you already know:

- gl_Position
- gl_PointSize
- Plus, any of your own variables that you have declared as out

When the Geometry Shader calls

- EmitVertex() this set of variables is copied to an entry in the shader’s Primitive Assembly step

- EndPrimitive() the vertices that have been saved in the Primitive Assembly elements are then assembled, rasterized, etc.

Note: there is no “BeginPrimitive()” function. It is implied by (1) the start of the Geometry Shader, or (2) returning from the EndPrimitive() call. Also, there is no need to call EndPrimitive() at the end of the Geometry Shader – it’s implied.
If you are using a Geometry Shader, then the GS must be used if you want to pass information from the Vertex Shader to the Fragment Shader.

```
out vec4 vColor;
vColor = gl_Color;
```

```
in vec4 vColor[3];
out vec4 gColor;
gColor = vColor[ k ];
```

That is, this is a pipeline. You cannot pass variables directly from the vertex shader to the fragment shader anymore.

Example: A Bézier Curve

\[ P(t) = (1 - t)^3 P_0 + 3t(1 - t)^2 P_1 + 3t^2(1 - t) P_2 + t^3 P_3 \]

Need to pass 4 points in to define the curve. You need to pass \( N \) points out to draw the curve as a Line Strip.

Example: Expanding 4 Points into a Bezier Curve with a Variable Number of Line Segments

```glsl
#version 330 compatibility
#extension GL_EXT_gpu_shader4: enable
#extension GL_EXT_geometry_shader4: enable
layout( lines_adjacency )  in;
layout( line_strip, max_vertices=200 )  out;
uniform int uNum;
void main( )
{
  float dt = 1. / float(uNum);
  float t = 0.0;
  for( int i = 0; i <= uNum; i++ )
  {
    float omt = 1. - t;
    float omt2 = omt * omt;
    float omt3 = omt * omt2;
    float t2 = t * t;
    float t3 = t * t2;
    vec4 xyzw = omt3 * gl_PositionIn[0].xyzw +
                 3. * t * omt2 * gl_PositionIn[1].xyzw +
                 3. * t2 * omt * gl_PositionIn[2].xyzw +
                 t3 * gl_PositionIn[3].xyzw;
    gl_Position = xyzw;
    EmitVertex( );
    t += dt;
  }
}
```
Example: Expanding 4 Points into a Bezier Curve with a Variable Number of Line Segments

$$u_{\text{Num}} = 5$$

$$u_{\text{Num}} = 25$$

Note: It would have made no Difference if the Matrix Transform had been done in the Geometry Shader Instead

beziercurve.vert

```cpp
void main() {
    gl_Position = gl_Verex;
}
```

beziercurve.geom

```cpp
vec4 xyzw = omt3 * gl_PositionIn[0].xyzw +
            3. * t * omt2 * gl_PositionIn[1].xyzw +
            3. * t2 * omt * gl_PositionIn[2].xyzw +
            t3 * gl_PositionIn[3].xyzw;

gl_Position = gl_ModelViewProjectionMatrix * xyzw;
EmitVertex();
t += dt;
}
```

Another Example: Shrinking Triangles

Centroid = "CG"

$$CG = (P_0 + P_1 + P_2) / 3.;$$

$$P_0' = CG + u\text{Shrink} \times (P_0 - CG)$$

$$P_1' = CG + u\text{Shrink} \times (P_1 - CG)$$

$$P_2' = CG + u\text{Shrink} \times (P_2 - CG)$$
shrink.vert

```glsl
#version 400 compatibility
out vec3 vNormal;
void main()
{
    vNormal = normalize(gl_NormalMatrix * gl_Normal);
    gl_Position = gl_Vertex;
}
```

Not a typo – we are going to save the ModelView and Projection Matrix multiply for the Geometry Shader!

shrink.geom

```glsl
#version 330 compatibility
#extension GL_EXT_gpu_shader4: enable
#extension GL_EXT_geometry_shader4: enable
layout( triangles ) in;
layout( triangle_strip, max_vertices=200 ) out;
uniform float uShrink;
in vec3 vNormal[3];

out float gLightIntensity;
const vec3 LIGHTPOS = vec3(0., 10., 0.);
vec3 V[3];
vec3 CG;

void ProduceVertex(int v)
{
    gLightIntensity = dot(normalize(LIGHTPOS - V[v]), vNormal[v]);
    gLightIntensity = abs(gLightIntensity);
    gl_Position = gl_ModelViewProjectionMatrix * vec4(CG + uShrink * (V[v] - CG), 1.);
    EmitVertex();
}

void main()
{
    V[0] = gl_PositionIn[0].xyz;
    V[1] = gl_PositionIn[1].xyz;
    CG = (V[0] + V[1] + V[2]) / 3.;
    ProduceVertex(0);
    ProduceVertex(1);
    ProduceVertex(2);
}
```

Since you are multiplying by the ModelViewProjection matrix here, don’t multiply by any of these matrices in the vertex shader!

Another Example: Sphere Subdivision

It’s often useful to be able to parameterize a triangle into (s,t), like this:

\[ v(s,t) = V_0 + s \cdot (V_1 - V_0) + t \cdot (V_2 - V_0) \]

Example: Sphere Subdivision

- uLevel = 0, numLayers = 2^numLayers = 1
- uLevel = 1, numLayers = 2
- uLevel = 2, numLayers = 4
Example: Sphere Subdivision

`spheresubd.glib`

```
Vertex spheresubd.vert
Geometry spheresubd.geom
Fragment spheresubd.frag
Program SphereSubd uLevel <0 0 10> uRadius <.5 1.5> uColor { 1. .5 .15 1. }
```

```
Triangles [ 0. 0. 1. ] [ 1. 0. 0. ] [ 0. 1. 0. ]
Triangles [ 1. 0. 0. ] [ 0. 0. -1. ] [ 0. 1. 0. ]
Triangles [ 0. 0. -1. ] [ -1. 0. 0. ] [ 0. 1. 0. ]
Triangles [ 0. 0. -1. ] [ 0. 1. 0. ] [ -1. 0. 0. ]
Triangles [ 0. 0. -1. ] [ -1. 0. 1. ] [ 0. 0. 1. ]
Triangles [ -1. 0. 0. ] [ 0. 0. 1. ] [ 0. 1. 0. ]
```

`spheresubd.vert`

```
void main( )
{
  gl_Position = gl_Vertex;
}
```

`spheresubd.geom`

```
#version 330 compatibility
#extension GL_EXT_gpu_shader4: enable
#extension GL_EXT_geometry_shader4: enable
layout( triangles ) in;
layout( triangle_strip, max_vertices=200 ) out;
uniform int uLevel;
uniform float uRadius;
out float gLightIntensity;
const vec3 LIGHTPOS = vec3( 0., 10., 0. );
vec3 V0, V01, V02;
void ProduceVertex( float s, float t )
{
  vec3 v = V0 + s*V01 + t*V02;
  v = normalize(v);
  vec3 n = v;
  vec3 tnorm = normalize( gl_NormalMatrix * n );  // the transformed normal
  vec4 ECposition = gl_ModelViewMatrix * vec4( (uRadius*v), 1. );
  gLightIntensity = abs( dot( normalize(LIGHTPOS - ECposition.xyz), tnorm ) );
  gl_Position = gl_ProjectionMatrix * ECposition;
  EmitVertex( );
}
```

`spheresubd.frag`

```
void main( )
{
  gLightIntensity = abs( dot( normalize(LIGHTPOS - gl_ModelViewMatrix * vec4( (uRadius*v), 1. )).xyz, tnorm ) );
  gl_FragColor = vec4( gLightIntensity * uColor.rgb, 1. );
}
```

Since you are multiplying by the ModelView and Projection matrices here, don’t multiply by any of these matrices in the vertex shader!

`void main( )
{
  V01 = ( gl_PositionIn[1] - gl_PositionIn[0] ).xyz;
  V02 = ( gl_PositionIn[2] - gl_PositionIn[0] ).xyz;
  V0  =   gl_PositionIn[0].xyz;
  int numLayers = 1 << uLevel;
  float dt = 1. / float( numLayers );
  float t_top = 1.;
  for( int it = 0; it < numLayers; it++ )
  {
    V01 *= ( gl_PositionIn[1] - gl_PositionIn[0] ).xyz;
    V0 =   gl_PositionIn[0].xyz;
    float dt = 1. / float( numLayers );
    float t_top = 1.;
    for( int it = 0; it < numLayers; it++ )
    {
      ...
for( int it = 0; it < numLayers; it++ )
{
    float t_bot = t_top - dt;
    float smax_top = 1. - t_top;
    float smax_bot = 1. - t_bot;
    int nums = it + 1;
    float ds_top = smax_top / float( nums - 1 );
    float ds_bot = smax_bot / float( nums );
    float s_top = 0.;
    float s_bot = 0.;
    for( int is = 0; is < nums; is++ )
    {
        ProduceVertex( s_bot, t_bot );
        ProduceVertex( s_top, t_top );
        s_top += ds_top;
        s_bot += ds_bot;
    }
    ProduceVertex( s_bot, t_bot );
    EndPrimitive();
    t_top = t_bot;
    t_bot -= dt;
}

Example: Sphere Subdivision

Example: Sphere Subdivision with One triangle

Example: Sphere Subdivision with the Whole Sphere (8 triangles)

Another Example: Explosion

1. Break the triangles into points
2. Treat each point’s distance from the triangle’s CG as an initial velocity
3. Follow the laws of projectile motion:
   \[ x = x_0 + v_x t \]
   \[ y = y_0 + v_y t + \frac{1}{2} a_y t^2 \]
Example: Explosion

```glsl
#version 330 compatibility
#extension GL_EXT_gpu_shader4: enable
#extension GL_EXT_geometry_shader4: enable
layout( triangles )  in;
layout( points, max_vertices=200 )  out;
uniform int uLevel;
uniform float uGravity;
uniform float uTime;
uniform float uVelScale;
vec3    V0, V01, V02;
vec3    CG;

void
ProduceVertex( float s, float t )
{
    vec3 v = V0 + s*V01 + t*V02;
    vec3 vel = uVelScale * ( v - CG );
    v = CG + vel*uTime + 0.5*vec3(0.,uGravity,0.)*uTime*uTime;
    gl_Position = gl_ProjectionMatrix * vec4( v, 1. );
    EmitVertex( );
}
```

Since you are multiplying by the Projection matrix in the geometry shader, don’t also multiply by it in the vertex shader!

```glsl
void main( )
{
    gl_Position = gl_ModelViewMatrix * gl_Vertex;
}
```

Another Example: Silhouettes

1. Compute the normal vectors of each of the four triangles (one in the center and three around the outside)
2. If there is a sign difference between the z component of the center triangle’s normal and the z component of an adjacent triangle’s normal, draw their common edge

I.e., you are looking for a crease.
Example: Silhouettes

silh.glib

Obj bunny.obj
Vertex silh.vert
Geometry silh.geom
Fragment silh.frag
Program Silhouette uColor { 0. 1. 0. 1. }
ObjAdj bunny.obj

silh.geom

//version 330 compatibility
#extension GL_EXT_gpu_shader4: enable
#extension GL_EXT_geometry_shader4: enable
layout(triangles_adjacency) in;
layout(line_strip, max_vertices=200) out;
void main()
{
vec3 V0 = gl_PositionIn[0].xyz;
vec3 V1 = gl_PositionIn[1].xyz;
vec3 V2 = gl_PositionIn[2].xyz;
vec3 V3 = gl_PositionIn[3].xyz;
vec3 V4 = gl_PositionIn[4].xyz;
vec3 V5 = gl_PositionIn[5].xyz;
vec3 N042 = cross(V4-V0, V2-V0); // the center triangle's normal
vec3 N021 = cross(V2-V0, V1-V0);
vec3 N243 = cross(V4-V2, V3-V2);
vec3 N405 = cross(V0-V4, V5-V4);
if( dot(N042, N021) < 0. ) // make sure each outer triangle's
    N021 = vec3(0.,0.,0.) - N021; // normal is in the same general direction
if( dot(N042, N243) < 0. )
    N243 = vec3(0.,0.,0.) - N243;
if( dot(N042, N405) < 0. )
    N405 = vec3(0.,0.,0.) - N405;
}

silh.vert

void main()
{
    gl_Position = gl_ModelViewMatrix * gl_Vertex;
}

uniform vec4 uColor;
void main()
{
    gl_FragColor = vec4(uColor.rgb, 1.);
}

Example: Silhouettes

silh.frag
```cpp
#include <GL/glew.h>

#define GL_MIN_OPENGL 330
#define GL_MIN_GLSL 120

#version 330 compatibility
#extension GL_EXT_gpu_shader4: enable
#extension GL_EXT_geometry_shader4: enable

layout( triangles )  in;
layout( line_strip, max_vertices=200 )  out;

uniform int uDetail;
uniform float  uDroop;
uniform int uLength;
uniform float  uStep;

in vec3    vTnorm[3];
in vec4    vColor[3];
out vec4  gColor;

int     ILength;
vec3    Norm[3];
vec3    N0, N01, N02;
vec4    V0, V01, V02;

void
ProduceVertices( float s, float t )
{
    vec4 v = V0 + s*V01 + t*V02;
    vec3 n = normalize( N0 + s*N01 + t*N02 );
    for( int i = 0; i <= uLength; i++ )
    {
        gl_Position = gl_ProjectionMatrix * v;
        gColor = vColor[0];
        EmitVertex( );
        v.xyz += uStep * n;
        v.y -= uDroop * float(i*i);
    }
    EndPrimitive( );
}
```

```cpp
void
main() {
    V0 =   gl_PositionIn[0];
    V01 = ( gl_PositionIn[1] - gl_PositionIn[0] );
    V02 = ( gl_PositionIn[2] - gl_PositionIn[0] );
    Norm[0] = vTnorm[0];
    Norm[1] = vTnorm[1];
    Norm[2] = vTnorm[2];
    if( dot( Norm[0], Norm[1] ) < 0. )
        Norm[1] = -Norm[1];
    if( dot( Norm[0], Norm[2] ) < 0. )
        Norm[2] = -Norm[2];
    N0   = normalize( Norm[0] );
    N01 = normalize( Norm[1] - Norm[0] );
    N02 = normalize( Norm[2] - Norm[0] );
    if( dot( Norm[0], Norm[1] ) < 0. )
        Norm[1] = -Norm[1];
    if( dot( Norm[0], Norm[2] ) < 0. )
        Norm[2] = -Norm[2];
    N0   = normalize( Norm[0] );
    N01 = normalize( Norm[1] - Norm[0] );
    N02 = normalize( Norm[2] - Norm[0] );
    int numLayers = 1 << uDetail;
    ```
float dt = 1. / float( numLayers );
float t = 1.;
for( int it = 0; it <= numLayers; it++ )
{
  float smax = 1. - t;
  int nums = it + 1;
  float ds = smax / float( nums - 1 );
  float s = 0.;
  for( int is = 0; is < nums; is++ )
  {
    ProduceVertices( s, t );
    s += ds;
  }
  t -= dt;
}
What Happens If you Exceed the Maximum Allowed Emitted Vertices?

New in GLSL 4.x – you can loop back through the Geometry Shader multiple times.